

BINLOG DLL

Manual

Version 1.6

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Contents

1	Introduction.....	1
2	BL Functions.....	2
2.1	Overview	2
2.2	BLCreateFile	5
2.3	BLCreateFileW	5
2.4	BLCreateFileEx	5
2.5	BLCreateFileExW	6
2.6	BLCreateFileEx2	7
2.7	BLCreateFileEx2W	8
2.8	BLCloseHandle	9
2.9	BLWriteObject	9
2.10	BLPeekObject	10
2.11	BLSkipObject	10
2.12	BLReadObject (Obsolete)	10
2.13	BLReadObjectSecure.....	11
2.14	BLFreeObject	11
2.15	BLSeekTime.....	12
2.16	BLSetApplication	12
2.17	BLSetWriteOptions.....	14
2.18	BLSetMeasurementStartTime	14
2.19	BLGetFileStatistics	15
2.20	BLGetFileStatisticsEx	15
2.21	BLFlushFileBuffers	15
3	BL structures	17
3.1	Overview	17
3.2	VBLObjectHeaderBase	17
3.3	VBLFileStatistics	17
3.4	VBLFileStatisticsEx	18
4	Additional informations	19
4.1	Extended CAN identifiers	19
5	License	20

5.1	Acknowledgement	20
5.2	The zlib Software License	20

1 Introduction

This document describes the usage of the binlog.dll provided with CANoe/CANalyzer.

The BL package is installed in the folder `Programming\BLF_Logging` of the CANoe/CANalyzer installation.

Besides the binlog header file in the `Include` folder, a sample VisualStudio project is provided in the subfolder `VS_Project`, which demonstrates the usage of the binlog.dll. The resulting sample program `bl.exe` creates the BL file `test.blf`.

In the subfolder `Demo` CANoe/CANalyzer configurations are provided, which make use of the generated sample BL file.

2 BL Functions

2.1 Overview

```
BLAPI ( HANDLE) BLCreateFile( LPCSTR lpFileName,  
                             DWORD dwDesiredAccess);
```

```
BLAPI ( HANDLE) BLCreateFileW( LPCWSTR lpFileName,  
                              DWORD dwDesiredAccess);
```

```
BLAPI ( HANDLE) BLCreateFileEx( LPCSTR lpFileName,  
                               DWORD dwDesiredAccess,  
                               LPCSTR lpServer,  
                               LPCSTR lpHost);
```

```
BLAPI ( HANDLE) BLCreateFileExW( LPCWSTR lpFileName,  
                                DWORD dwDesiredAccess,  
                                LPCWSTR lpServer,  
                                LPCWSTR lpHost);
```

```
BLAPI ( HANDLE) BLCreateFileEx2( LPCSTR lpFileName,  
                                DWORD dwDesiredAccess,  
                                LPCSTR lpServer,  
                                LPCSTR lpHost,  
                                IBLCallback* pCallback);
```

```
BLAPI ( HANDLE) BLCreateFileEx2W( LPCWSTR lpFileName,  
                                 DWORD dwDesiredAccess,  
                                 LPCWSTR lpServer,  
                                 LPCWSTR lpHost,  
                                 IBLCallback* pCallback);
```

```
BLAPI ( BOOL) BLCloseHandle( HANDLE hFile);
```

```
BLAPI ( BOOL) BLWriteObject( HANDLE hFile,  
                            VBLObjectHeaderBase* pBase);
```



```
BLAPI ( BOOL)    BLPeekObject(  HANDLE hFile,
                                VBLObjectHeaderBase* pBase);

BLAPI ( BOOL)    BLSkipObject(  HANDLE hFile,
                                VBLObjectHeaderBase* pBase);

BLAPI ( BOOL)    BLReadObject(  HANDLE hFile,
                                VBLObjectHeaderBase* pBase);

BLAPI ( BOOL)    BLReadObjectSecure( HANDLE hFile,
                                    VBLObjectHeaderBase* pBase,
                                    size_t expectedSize);

BLAPI ( BOOL)    BLFreeObject(  HANDLE hFile,
                                VBLObjectHeaderBase* pBase);

BLAPI ( BOOL)    BLSeekTime(  HANDLE hFile,
                              ULONGLONG timeStamp,
                              void* arg,
                              BOOL(*pProgressCallback)(void*, FLOAT),
                              WORD callbackRate);

BLAPI ( BOOL)    BLSetApplication(  HANDLE hFile, BYTE appID,
                                    BYTE appMajor,
                                    BYTE appMinor,
                                    BYTE appBuild);

BLAPI ( BOOL)    BLSetWriteOptions( HANDLE hFile,
                                    DWORD dwCompression,
                                    DWORD dwReserved);

BLAPI ( BOOL)    BLSetMeasurementStartTime
                  ( HANDLE hFile,
                    const LPSYSTEMTIME lpStartTime);
```

```
BLAPI( BOOL)    BLGetFileStatistics
                  ( HANDLE hFile,
                    VBLFileStatistics* pStatistics);

BLAPI( BOOL)    BLGetFileStatisticsEx
                  ( HANDLE hFile,
                    VBLFileStatisticsEx* pStatistics);

BLAPI( BOOL)    BLFlushFileBuffers( HANDLE hFile,
                                     DWORD dwFlags);
```

2.2 BLCreatFile

Syntax	<code>BLAPI(HANDLE) BLCreatFile(LPCSTR lpFileName, DWORD dwDesiredAccess)</code>
Description	Use this function to open a BL file with the desired access.
Parameters	<p><code>LPCSTR lpFileName</code></p> <p>Pointer to a null-terminated string that specifies the name of the file to create or open.</p> <p><code>DWORD dwDesiredAccess</code></p> <p>Specifies the type of access to the file. An application can obtain read access or write access. This parameter can be <code>GENERIC_READ</code> or <code>GENERIC_WRITE</code>.</p>
Return values	If the function succeeds, the return value is an open handle to the specified file. If the function fails, the return value is <code>INVALID_HANDLE_VALUE</code> .

2.3 BLCreatFileW

Syntax	<code>BLAPI(HANDLE) BLCreatFileW(LPCWSTR lpFileName, DWORD dwDesiredAccess)</code>
Description	Use this function to open a BL file with the desired access.
Parameters	<p><code>LPCWSTR lpFileName</code></p> <p>Pointer to a null-terminated wide string that specifies the name of the file to create or open.</p> <p><code>DWORD dwDesiredAccess</code></p> <p>Specifies the type of access to the file. An application can obtain read access or write access. This parameter can be <code>GENERIC_READ</code> or <code>GENERIC_WRITE</code>.</p>
Return values	If the function succeeds, the return value is an open handle to the specified file. If the function fails, the return value is <code>INVALID_HANDLE_VALUE</code> .

2.4 BLCreatFileEx

Syntax	<code>BLAPI(HANDLE) BLCreatFileEx(LPCSTR lpFileName, DWORD dwDesiredAccess,</code>
--------	--

	<pre>LPCSTR lpServer, LPCSTR lpHost)</pre>
Description	Use this function to open a BL file with the desired access.
Parameters	<pre>LPCSTR lpFileName</pre> <p>Pointer to a null-terminated string that specifies the name of the file to create or open.</p> <pre>DWORD dwDesiredAccess</pre> <p>Specifies the type of access to the file. An application can obtain read access or write access. This parameter can be <code>GENERIC_READ</code> or <code>GENERIC_WRITE</code>.</p> <pre>LPCSTR lpServer</pre> <p>Pointer to a null-terminated string that specifies an external logging provider, with the syntax <code><GUID> <dll name></code>. If a null-pointer is passed, no external logging provider is used</p> <pre>LPCSTR lpHost</pre> <p>Pointer to a null-terminated string that specifies a logging host. Currently unused.</p>
Return values	If the function succeeds, the return value is an open handle to the specified file. If the function fails, the return value is <code>INVALID_HANDLE_VALUE</code> .

2.5 BLCreateFileExW

Syntax	<pre>BLAPI(HANDLE) BLCreateFileExW(LPCWSTR lpFileName, DWORD dwDesiredAccess, LPCWSTR lpServer, LPCWSTR lpHost)</pre>
Description	Use this function to open a BL file with the desired access.
Parameters	<pre>LPCWSTR lpFileName</pre> <p>Pointer to a null-terminated wide string that specifies the name of the file to create or open.</p> <pre>DWORD dwDesiredAccess</pre> <p>Specifies the type of access to the file. An application can obtain read access or write access. This parameter can be <code>GENERIC_READ</code> or <code>GENERIC_WRITE</code>.</p> <pre>LPCWSTR lpServer</pre>

	<p>Pointer to a null-terminated wide string that specifies an external logging provider, with the syntax <GUID> <dll name>. If a null-pointer is passed, no external logging provider is used</p> <p>LPCSTR lpHost</p> <p>Pointer to a null-terminated wide string that specifies a logging host. Currently unused.</p>
Return values	<p>If the function succeeds, the return value is an open handle to the specified file. If the function fails, the return value is INVALID_HANDLE_VALUE.</p>

2.6 BLCreateFileEx2

Syntax	<pre>BLAPI (HANDLE) BLCreateFileEx2(LPCSTR lpFileName, DWORD dwDesiredAccess, LPCSTR lpServer, LPCSTR lpHost, IBLCallback* pCallback)</pre>
Description	<p>Use this function to open a BL file with the desired access.</p>
Parameters	<p>LPCSTR lpFileName</p> <p>Pointer to a null-terminated string that specifies the name of the file to create or open.</p> <p>DWORD dwDesiredAccess</p> <p>Specifies the type of access to the file. An application can obtain read access or write access. This parameter can be GENERIC_READ or GENERIC_WRITE.</p> <p>LPCSTR lpServer</p> <p>Pointer to a null-terminated string that specifies an external logging provider, with the syntax <GUID> <dll name>. If a null-pointer is passed, no external logging provider is used</p> <p>LPCSTR lpHost</p> <p>Pointer to a null-terminated string that specifies a logging host. Currently unused.</p> <p>IBLCallback* pCallback</p> <p>Pointer to a callback function where binlog can write status and error messages. If a null-pointer is passed, the messages are suppressed.</p>
Return values	<p>If the function succeeds, the return value is an open handle to the</p>

	specified file. If the function fails, the return value is INVALID_HANDLE_VALUE.
--	--

2.7 BLCREATEFILEEX2W

Syntax	<pre>BLAPI (HANDLE) BLCREATEFILEEX2W(LPCWSTR lpFileName, DWORD dwDesiredAccess, LPCWSTR lpServer, LPCWSTR lpHost, IBLCallback* pCallback)</pre>
Description	Use this function to open a BL file with the desired access.
Parameters	<p>LPCWSTR lpFileName Pointer to a null-terminated wide string that specifies the name of the file to create or open.</p> <p>DWORD dwDesiredAccess Specifies the type of access to the file. An application can obtain read access or write access. This parameter can be GENERIC_READ or GENERIC_WRITE.</p> <p>LPCWSTR lpServer Pointer to a null-terminated wide string that specifies an external logging provider, with the syntax <GUID> <dll name>. If a null-pointer is passed, no external logging provider is used</p> <p>LPCWSTR lpHost Pointer to a null-terminated wide string that specifies a logging host. Currently unused.</p> <p>IBLCallback* pCallback Pointer to a callback function where binlog can write status and error messages. If a null-pointer is passed, the messages are suppressed.</p>
Return values	If the function succeeds, the return value is an open handle to the specified file. If the function fails, the return value is INVALID_HANDLE_VALUE.
Syntax	<pre>BLAPI (HANDLE) BLCREATEFILE(LPCSTR lpFileName, DWORD dwDesiredAccess)</pre>
Description	Use this function to open a BL file with the desired access.

Parameters	<p><code>LPCSTR lpFileName</code></p> <p>Pointer to a null-terminated string that specifies the name of the file to create or open.</p> <p><code>DWORD dwDesiredAccess</code></p> <p>Specifies the type of access to the file. An application can obtain read access or write access. This parameter can be <code>GENERIC_READ</code> or <code>GENERIC_WRITE</code>.</p>
Return values	If the function succeeds, the return value is an open handle to the specified file. If the function fails, the return value is <code>INVALID_HANDLE_VALUE</code> .

2.8 BLCloseHandle

Syntax	<code>BLAPI(BOOL) BLCloseHandle(HANDLE hFile)</code>
Description	Use this function to close a BL file opened with <code>BLCreateFile</code> .
Parameters	<p><code>HANDLE hFile</code></p> <p>The file handle returned by <code>BLCreateFile</code>.</p>
Return values	If the function succeeds, the return value is nonzero. If the function fails, the return value is zero.

2.9 BLWriteObject

Syntax	<code>BLAPI(BOOL) BLWriteObject(HANDLE hFile, VBLObjectHeaderBase* pBase)</code>
Description	Use this function to write a BL object to the file.
Parameters	<p><code>HANDLE hFile</code></p> <p>The file handle returned by <code>BLCreateFile</code>. The file handle must have been created with <code>GENERIC_WRITE</code> access to the file.</p> <p><code>VBLObjectHeaderBase* pBase</code></p> <p>Pointer to a BL object structure containing the data to be written to the file.</p>
Return values	If the function succeeds, the return value is nonzero. If the function fails, the return value is zero.

2.10 BLPeekObject

Syntax	BLAPI(BOOL) BLPeekObject(HANDLE hFile, VBLObjectHeaderBase* pBase)
Description	Use this function to read the base header part of a BL object.
Parameters	<p>HANDLE hFile</p> <p>The file handle returned by BLCREATEFILE. The file handle must have been created with GENERIC_READ access to the file.</p> <p>VBLObjectHeaderBase* pBase</p> <p>Pointer to a BL object structure that receives the object header description.</p>
Return values	<p>If the function succeeds, the return value is nonzero.</p> <p>If the function fails, the return value is zero.</p>

2.11 BLSkipObject

Syntax	BLAPI(BOOL) BLSkipObject(HANDLE hFile, VBLObjectHeaderBase* pBase)
Description	Use this function to skip a BL object.
Parameters	<p>HANDLE hFile</p> <p>The file handle returned by BLCREATEFILE. The file handle must have been created with GENERIC_READ access to the file.</p> <p>VBLObjectHeaderBase* pBase</p> <p>Pointer to a BL object structure that describes the object to be skipped.</p>
Return values	<p>If the function succeeds, the return value is nonzero.</p> <p>If the function fails, the return value is zero.</p>

2.12 BLReadObject (Obsolete)

Obsolete: This function has been replaced by BLReadObjectSecure.

Syntax	BLAPI(BOOL) BLReadObject(HANDLE hFile, VBLObjectHeaderBase* pBase)
Description	Use this function to read a BL object.

Parameters	<p><code>HANDLE hFile</code> The file handle returned by <code>BLCreateFile</code>. The file handle must have been created with <code>GENERIC_READ</code> access to the file.</p> <p><code>VBLObjectHeaderBase* pBase</code> Pointer to a BL object structure that describes the object to be read.</p>
Return values	<p>If the function succeeds, the return value is nonzero. If the function fails, the return value is zero.</p>

2.13 BLReadObjectSecure

Syntax	<pre>BLAPI(BOOL) BLReadObjectSecure(HANDLE hFile, VBLObjectHeaderBase* pBase, size_t expectedSize)</pre>
Description	Use this function to read a BL object.
Parameters	<p><code>HANDLE hFile</code> The file handle returned by <code>BLCreateFile</code>. The file handle must have been created with <code>GENERIC_READ</code> access to the file.</p> <p><code>VBLObjectHeaderBase* pBase</code> Pointer to a BL object structure that describes the object to be read</p> <p><code>size_t expectedSize</code> Size of BL object structure which is provided by pointer <code>pBase</code>.</p>
Return values	<p>If the function succeeds, the return value is nonzero. If the function fails, the return value is zero.</p>

2.14 BLFreeObject

Syntax	<pre>BLAPI(BOOL) BLFreeObject(HANDLE hFile, VBLObjectHeaderBase* pBase)</pre>
Description	Use this function to free the memory which has been allocated for a previously read BL object. Although this is only required for dynamic sized objects such as environment variables it doesn't harm to call this method for fixed sized objects like CAN messages as well.
Parameters	<p><code>HANDLE hFile</code> The file handle returned by <code>BLCreateFile</code>. The file handle must have been created with <code>GENERIC_READ</code> access to the file.</p>

	VBLObjectHeaderBase* pBase Pointer to a BL object structure that describes the object to be freed.
Return values	If the function succeeds, the return value is nonzero. If the function fails, the return value is zero.

2.15 BLSeekTime

Syntax	<pre>BLAPI(BOOL) BLSeekTime (HANDLE hFile, ULONGLONG timeStamp, void* arg, BOOL (*pProgressCallback)(void*, FLOAT), WORD callbackRate)</pre>
Description	Use this function to seek forward in a BLF file to the first object with a certain time stamp.
Parameters	<p>HANDLE hFile The file handle returned by BLCreateFile. The file handle must have been created with GENERIC_READ access to the file.</p> <p>ULONGLONG timeStamp The time stamp value you are searching for.</p> <p>void* arg Argument which is passed back to the pProgressCallback call. It can be used as a bridge between the C-Style binlog interface and C++ (by passing the class this pointer).</p> <p>BOOL (*pProgressCallback)(void*, FLOAT) Callback function, which passes back the arg pointer and the progress value (between 0 and 1.0).</p> <p>WORD callbackRate Rate how often pProgressCallback is called (in ms).</p>
Return values	If the function succeeds, the return value is nonzero. If the function fails, the return value is zero.

2.16 BLSetApplication

Syntax	<pre>BLAPI(BOOL) BLSetApplication(HANDLE hFile, BYTE appID, BYTE appMajor,</pre>
--------	--

	BYTE appMinor, BYTE appBuild)
Description	Use this function to specify the application which writes the file.
Parameters	<p>HANDLE hFile</p> <p>The file handle returned by BLCreateFile. The file handle must have been created with GENERIC_WRITE access to the file.</p> <p>BYTE appID</p> <p>The application identifier.</p> <p>BYTE appMajor</p> <p>The application major version number.</p> <p>BYTE appMinor</p> <p>The application minor version number.</p> <p>BYTE appBuild</p> <p>The application build version number.</p>
Return values	If the function succeeds, the return value is nonzero. If the function fails, the return value is zero.

2.17 BLSetWriteOptions

Syntax	<pre>BLAPI(BOOL) BLSetWriteOptions(HANDLE hFile, DWORD dwCompression, DWORD dwReserved)</pre>
Description	Use this function to set the compression.
Parameters	<p>HANDLE hFile</p> <p>The file handle returned by BLCreateFile. The file handle must have been created with GENERIC_WRITE access to the file.</p> <p>DWORD dwCompression</p> <p>The compression to be used during write. Valid values range from 0 (no compression) to 10 (maximum compression).</p> <p>DWORD dwReserved</p> <p>Reserved. Must be zero.</p>
Return values	<p>If the function succeeds, the return value is nonzero.</p> <p>If the function fails, the return value is zero.</p>

2.18 BLSetMeasurementStartTime

Syntax	<pre>BLAPI(BOOL) BLSetMeasurementStartTime (HANDLE hFile, const LPSYSTEMTIME lpStartTime);</pre>
Description	Use this function to set the measurement start time
Parameters	<p>HANDLE hFile</p> <p>The file handle returned by BLCreateFile. The file handle must have been created with GENERIC_WRITE access to the file.</p> <p>LPSYSTEMTIME lpStartTime</p> <p>The pointer to the windows system time structure</p>
Return values	<p>If the function succeeds, the return value is nonzero.</p> <p>If the function fails, the return value is zero.</p>

2.19 BLGetFileStatistics

Syntax	BLAPI(BOOL) BLGetFileStatistics(HANDLE hFile, VBLFileStatistics* pStatistics)
Description	Use this function to retrieve the file statistics.
Parameters	<p>HANDLE hFile The file handle returned by BLCreatFile. The file handle must have been created with GENERIC_READ access to the file.</p> <p>VBLFileStatistics* pStatistics The pointer to the file statistics structure.</p>
Return values	If the function succeeds, the return value is nonzero. If the function fails, the return value is zero.

2.20 BLGetFileStatisticsEx

Syntax	BLAPI(BOOL) BLGetFileStatisticsEx (HANDLE hFile, VBLFileStatisticsEx* pStatistics)
Description	Use this function to retrieve the extended file statistics.
Parameters	<p>HANDLE hFile The file handle returned by BLCreatFile. The file handle must have been created with GENERIC_READ access to the file.</p> <p>VBLFileStatisticsEx* pStatistics The pointer to the extended file statistics structure.</p>
Return values	If the function succeeds, the return value is nonzero. If the function fails, the return value is zero.

2.21 BLFlushFileBuffers

Syntax	BLAPI(BOOL) BLFlushFileBuffers(HANDLE hFile, DWORD dwFlags)
Description	
Parameters	<p>HANDLE hFile The file handle returned by BLCreatFile. The file handle must have been created with GENERIC_WRITE access to the file.</p> <p>DWORD dwFlags</p>

	Flag indicating how to flush. Valid values are: BL_FLUSH_STREAM - flushes all internal streams BL_FLUSH_FILE - flushes the file and combinations thereof.
Return values	If the function succeeds, the return value is nonzero. If the function fails, the return value is zero.

3 BL structures

3.1 Overview

VBLObjectHeaderBase

VBLFileStatistics

3.2 VBLObjectHeaderBase

```
typedef struct VBLObjectHeaderBase_t
{
    DWORD mSignature;    /* signature (BL_OBJ_SIGNATURE) */
    WORD  mHeaderSize;   /* sizeof object header */
    WORD  mHeaderVersion; /* header version (1) */
    DWORD mObjectSize;   /* object size */
    DWORD mObjectType;   /* object type (BL_OBJ_TYPE_XXX) */
} VBLObjectHeaderBase;
```

3.3 VBLFileStatistics

```
typedef struct VBLFileStatistics_t
{
    DWORD mStatisticsSize; /* sizeof (VBLFileStatistics) */
    BYTE  mApplicationID;  /* application ID */
    BYTE  mApplicationMajor; /* application major number */
    BYTE  mApplicationMinor; /* application minor number */
    BYTE  mApplicationBuild; /* application build number */
    ULONGLONG mFileSize;    /* file size in bytes */
    ULONGLONG mUncompressedFileSize;
                                /* uncompressed file size in bytes */
    DWORD mObjectCount;     /* number of objects */
    DWORD mObjectsRead;     /* number of objects read */
} VBLFileStatistics;
```

3.4 VBLFileStatisticsEx

```
typedef struct VBLFileStatisticsEx_t
{
    DWORD mStatisticsSize; /* sizeof (VBLFileStatisticsEx) */
    BYTE mApplicationID; /* application ID */
    BYTE mApplicationMajor; /* application major number */
    BYTE mApplicationMinor; /* application minor number */
    BYTE mApplicationBuild; /* application build number */
    ULONGLONG mFileSize; /* file size in bytes */
    ULONGLONG mUncompressedFileSize;
                        /* uncompressed file size in bytes */
    DWORD mObjectCount; /* number of objects */
    DWORD mObjectsRead; /* number of objects read */
    SYSTEMTIME mMeasurementStartTime;
                        /* measurement start time */
    SYSTEMTIME mLastObjectTime; /* last object time */
    DWORD mReserved[18]; /* reserved */
} VBLFileStatisticsEx;
```


4 Additional informations

4.1 Extended CAN identifiers

The following structure is used to write CAN frames:

```
typedef struct VBLCANMessage_t
{
    VBLObjectHeader mHeader;    /* object header */
    WORD            mChannel;    /* application channel */
    BYTE            mFlags;      /* CAN dir & rtr */
    BYTE            mDLC;        /* CAN dlc */
    DWORD           mID;         /* CAN ID */
    BYTE            mData[8];    /* CAN data */
} VBLCANMessage;
```

The member `mID` is used for the numeric identifier of the frame. If you want to write an extended frame identifier, you have to set the highest bit of the `mID` field. E.g. if you want to write a frame with the extended identifier `0x100`, you have to do the following:

```
message.mID = 0x80000100
```

For the same frame with a standard identifier you would use the field `mID` in the following way:

```
message.mID = 0x00000100
```

5 License

5.1 Acknowledgement

The compression routines used in the BL library derive from the zlib library.

5.2 The zlib Software License

zlib (<http://www.gzip.org/zlib/>) Copyright (C) 1995-2002 Jean-loup Gailly and Mark Adler

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <ftp://ds.internic.net/rfc/rfc1950.txt> (zlib format), [rfc1951.txt](ftp://ds.internic.net/rfc/rfc1951.txt) (deflate format) and [rfc1952.txt](ftp://ds.internic.net/rfc/rfc1952.txt) (gzip format).